

## LIVING IN RESIDENCE

**Y**OUROPTIONSFORLIVINGINRESIDENCEONCAMPUS ARE AS FOLLOWS: HUB MALL, MICHENER PARK, NEWTONPLACE, EAST CAMPUS VILLAGE, RESIDENCE SAINT-JEAN (FOR FRENCH-SPEAKING OPERATIVES ONLY), INTERNATIONAL HOUSE (FOR FOREIGN AGENTS), AND, OF COURSE, LISTER HALL.

SHOULD YOU DECIDE TO INFILTRATE LISTER, ONE OF CANADA'S LARGEST RESIDENCES AND THE BIGGEST ON THE U OF A GROUNDS, IT WILL PROVE TO BE ONE OF THE BIGGEST CHALLENGES OF YOUR ENTIRE FOUR-YEAR MISSION—IN FACT, MANY RECRUITS ONLY LAST ONE OR TWO YEARS IN THIS FACILITY.

YOU'LL BE SHARING THE SPACE WITH ABOUT 1800 OTHER NEW RECRUITS AND VETERANS, SPLITTING YOUR FLOOR WITH APPROXIMATELY 40 OF THEM, AND YOUR BATHROOM WITH 15 OR SO—YOU MIGHT EVEN HAVE TO SHARE YOUR ROOM WITH SOMEONE. IT'S A DIFFICULT OPERATION TO UNDERTAKE, WHICH IS WHERE THE FOLLOWING STRATEGIES, COMPILED BY LISTER VETERANS, COME IN. THESE TOP-SECRET TACTICS ARE DESIGNED TO HELP YOU DEAL WITH SOME OF THE MORE DIFFICULT ASPECTS OF ADJUSTMENT AND SURVIVAL. MANY UNDERCOVER LISTERITES DIED TO BRING YOU THIS INFORMATION, SO PAY ATTENTION.

### STORMING THE BEACH: THE FIRST FEW WEEKS

After you've deployed and finished stowing your personal belongings into your foot locker and closet space, you'll timidly exit your room, venturing into the lounge where you'll begin to meet the rest of your floor. The atmosphere is electric, but a little awkward and reserved, as few people know quite what to say. But then the sun sets, and people start to drink.

The freedom that comes from no longer being stationed with the parental units, the excitement of meeting and living with so many new operatives, and the fact that the mission doesn't start for another week all mix together into an enormous, multiple-floor party. Lister's stereotype of drunken, uncontrolled mayhem stems from these nights, and few subsequent evenings will rival them in terms of sheer chaos. The whole place is alive with drinking, laughing, shouting, and generally undisciplined behaviour. If you aren't careful, "Bonerfest '07" might end up scrawled on your arm with black sharpie—a dead giveaway to other hostiles in the vicinity.

After a slow, student-less summer, nearby liquor sales at least triple in this opening salvo of parties, but if you (wisely) choose to abstain, you will still have options that will allow you to maintain your cover. Your Floor Coordinator and Orientation Volunteers, whom you will have met upon first moving in, all have sobriety written into their contracts; this means they should be around and unimbibed. Granted, they could probably each use a bottle of straight liquor to deal with the stress of handling these parties, but they're enlisted operatives just like you, so they'll be pretty excited to see someone from their floor who won't be soon fastening themselves to a toilet. And there's always a like-minded few on your floor who won't be drinking either.

One final warning: these parties will persist for at least the first few weekends, so if you're finding them difficult to endure, you'll just have to tough it out.

### RATIONS

To speed up the payment process in the mess halls, Lister uses a meal card system; you should be aware of this, having already chosen how much money to allocate to food resources while signing up to be all that you can be.

When you first get your meal card, it will contain exactly half of whatever plan you paid for; the rest of your funds will be transferred in December, just before the second semester begins.

Once you've attained sufficient currency, you can begin acquiring your rations. Lister itself offers two different mess halls to dine in: the cafeteria and the Marina. The "caf," as it will more often be referred, offers meals that seem more like those you'd get back at home base, with chicken, pasta, and even perogies available in the ever-shifting menu. There's also ice cream, a salad bar should you choose the healthy route and a grill where you can get greasier meals. The Marina houses a grill, a pizza place, a Booster Juice, and a Tim Hortons, and also doubles as a convenience store. It's also open until 0030, whereas the cafeteria is only open until 2000, so plan your supply runs accordingly.

Even with two different options in Lister, the offerings inevitably get old as your training wears on. Fortunately, your meal card works in a variety of allied camps, including SUB, CAB, the Education Building, and RATT—though you won't be able to buy alcohol there with it. Only HUB forces you to use another form of payment, as the stores there don't have a contra deal worked out with Aramark, the cartel that has a stronghold on Lister's food offerings.

Should you run out of meal-card money, it's easy to add more: just bring cash to the meal card office (located at the side of the cafeteria), and it will be taken care of. Alternatively, if you prefer to utilize the kitchen facilities and make your own food, you can sell meal card money to other operatives. Doing so will help offset the costs of a weekly visit to the local food supply outlet, and soon secret back-door deals will begin between you and the *World of Warcraft* players, who've spent all of their money on Red Bull.



### ROOMMATES

If you end up sharing your quarters with another soldier, be ready to make compromises and function as a team. If everything works out, you'll be the closest of comrades. If it doesn't, you'll be applying to be redeployed to another floor.

Respect is the name of the game: it's common sense, but if your wingman is studying for an exam, you should be courteous and listen to music on your headphones, or hang out somewhere else if they're bedding down for the night. You deserve the same courtesy, of course—they're your quarters as much as theirs.

For both of you, this is likely the first time you'll bunk in such small confines with someone who isn't a family member. It can be stressful, as the little quirks of your roommate—how they stay up all night or tap their pencil absentmindedly while studying—begin to get under your skin. Effective communication is key: if you hate the way they hit the snooze button multiple times before actually getting up, skip the Morse code hints and talk to them about it. If you don't maintain proper lines of communication, a tiny quirk could suddenly create an iron curtain of unspoken tension between the two of you.



### R&R

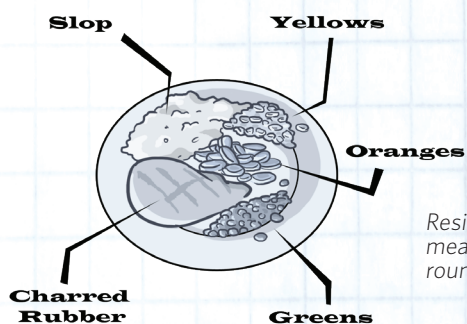
Roommates with different schedules, floormates who want to get drunk on a Tuesday night, and a lounge that someone's almost always in are just a few of Lister's many distractions. There are also dodgeball games, floor events, tower events, and your all-important academic requirements to juggle.

The sheer volume of events is difficult to balance with your academic training, and our company has seen many fine soldiers lose their discipline—and, subsequently, their grades—in the name of one more party. But, like everything, there's an effective manoeuvre to combat such distractions: retreating from the danger zone altogether.

If your roommate or floormates are the distraction, Lister itself has a number of "libraries"—that is, quiet rooms with desks—which will let you get out of the action and give you a chance to refocus on your assignments. Leaving Lister is also viable option, as SUB is a 24-hour study space throughout the year.

### FINAL BRIEFING

This should be enough information to help you avoid some of the pitfalls that green Listerites are prone to. Lister Hall is a training ground, where many an officer of both academics and good times has honed his or her skills—skills they certainly wouldn't have learned anywhere else. The contacts and friendships you develop here will save you in case your cover ever gets blown, and will also last a lifetime.



Residents of the Lister Barracks are fed three square meals of the Corps' finest gruel each day to ensure a well-rounded soldier.